

CLAIMS

The invention is claimed as follows:

1. A gaming device comprising:

a plurality of player selectable selections;

5 a plurality of offers adapted to be associated with said selections;

at least one display device for displaying the selections and offers
to a player;

a number of player picks of said selections; and

10 a processor in communication with said display device and
programmed to:

(a) randomly associate the offers with the selections,

(b) enable the player to select said number of player picks
of said selections,

15 (c) sequentially display each offer associated with each
selection picked by the player to the player and enable
the player to sequentially accept or reject each
displayed offer until the player accepts the displayed
offer or until the offers associated with all of the
20 selections picked by the player are displayed to the
player, and

(d) provide the player the displayed offer which is accepted
by the player or if no displayed offer is accepted by the
player, provide the player the last displayed offer.

14. The gaming device of Claim 13, wherein the offer associated with the first selection and the offer associated with player's additional picked selection are combined as the displayed offer associated with the first selection.

5 15. The gaming device of Claim 11, wherein the processor is programmed to display the additional player pick associated with the first selection when the player picks the first selection.

10 16. The gaming device of Claim 11, wherein the processor is programmed to display the additional player pick associated with the first selection when the offer associated with said first selection is displayed to the player.

15 17. The gaming device of Claim 1, which includes means for determining the number of player picks of said selections.

18. The gaming device of Claim 17, wherein the determining means includes a plurality of player selectable masked symbols and a plurality of player picks associated with said masked selections, wherein the number of player picks of said selections is at least in part based on the picks associated with one of said masked selections picked by the player.

19. The gaming device of Claim 18, wherein a plurality of picks of the selections are associated with each masked symbol.

20. The gaming device of Claim 18, wherein the plurality of picks of the selections are randomly associated with the plurality of masked symbols.

21. A gaming device having a game comprising:
a plurality of player selectable selections;
plurality of offers associated with said selections;
an offer acceptor;
an offer rejector;
a processor which controls the offer acceptor and offer rejector;

and

an award provided to a player after: (a) the player picks a plurality of said selections; and (b) the processor sequentially reveals the offer associated with each selection picked by the player and enables the player to sequentially accept or reject each revealed offer using one of the offer acceptor and offer rejector until the player accepts the revealed offer or until the offers associated with the selections picked by the player are revealed to the player, wherein the award is based on the offer accepted by the player or the last revealed offer.

22. The gaming device of Claim 21, wherein said plurality of offers are randomly selected from at least one pool of offers.

23. The gaming device of Claim 21, wherein said plurality of offers are randomly selected from a pre-determined range of offer amounts.

24. The gaming device of Claim 21, wherein an amount of said
5 plurality of player picks is pre-determined.

25. The gaming device of Claim 21, wherein after the player accepts an offer, the processor reveals the offers associated with the selections picked by the player and not previously displayed to the player.

10 26. The gaming device of Claim 21, wherein the processor reveals the offers associated with the selections not picked by the player after the player accepts an offer, or the last offer picked by the player is revealed to the player.

15 27. The gaming device of Claim 21, wherein the offers associated with each picked selection are sequentially displayed in the order picked by the player.

20 28. The gaming device of Claim 21, wherein the offers associated with each picked selection are sequentially displayed in a reverse of the order picked by the player.

29. The gaming device of Claim 21, wherein the offers associated with each picked selection are displayed in a random order.

30. The gaming device of Claim 21, which includes means for determining the number of player picks of said selections.

5 31. The gaming device of Claim 30, wherein the means includes a plurality of player selectable masked symbols and a plurality of player picks associated with said masked selections, wherein the number of player picks of said selections is at least in part based on the picks associated with one of said masked selections picked by the player.

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32. A gaming device comprising:

a plurality of player selectable selections;

a plurality of offers associated with said plurality of selections;

a number of player picks of said selections;

5 an additional player pick associated with a first one of said selections;

a modified offer which includes a combination of the offers associated with at least two selections;

an offer acceptor;

10 an offer rejector;

a processor which controls the offer acceptor and offer rejector;

and

an award provided to a player after: (a) the player picks a plurality of said selections based on the number of player picks, and wherein if said first
15 selection is picked, the processor enables the player to pick an additional selection and combines said offer associated with said additional picked selection with said offer associated with the first selection to form said modified offer; and (b) the processor sequentially reveals the offer or modified offer associated with each player picked selection and enables the player to
20 sequentially accept or reject each said offer or modified offer using one of the offer acceptor and offer rejector until the player accepts the offer or modified offer or until the offers or modified offer associated with all of the player picked selections are revealed to the player, wherein the award is based on the offer or modified offer accepted by the player or the last revealed offer or modified offer.

33. The gaming device of Claim 32, wherein a plurality of additional player picks are associated with the first selection.

5 34. The gaming device of Claim 33, wherein the modified offer includes at least one of the offers associated with selections picked by the player after the first selection is picked by the player.

10 35. The gaming device of Claim 33, wherein the processor picks at least one of said additional player picks.

36. The gaming device of Claim 32, which includes means for determining the number of player picks of said selections.

15 37. The gaming device of Claim 38, wherein the means includes a plurality of player selectable masked symbols and a plurality of player picks associated with said masked selections, wherein the number of player picks of said selections is at least in part based on the picks associated with one of said masked selections picked by the player.

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38. A gaming device comprising:

a plurality of player selectable selections;

a plurality of offers associated with a plurality of said selections;

a number of player picks of said selections;

5 an additional player pick associated with a first of said selections;

a modified offer which includes a combination of the offers
associated with at least two of the selections;

an offer acceptor;

an offer rejector;

10 a processor which controls the offer acceptor and offer rejector;

and

an award provided to a player after: (a) the player picks a plurality
of said selections based on the number of player picks wherein if the player
picks said first selection, the processor enables the player to pick an additional
15 selection and combines said offer associated with said selection with said offer
associated with the first selection to form said modified offer; (b) the processor
sequentially reveals the offer or modified offer associated with each selection;
(c) the processor enables the player to sequentially accept or reject each
revealed offer or modified offer using one of the offer acceptor and offer rejector
20 until the player accepts one of the revealed offers or the modified offer or until
the offers associated with all of the selections picked by the player are revealed
to the player, wherein the award is based on the offer or modified offer accepted
by the player or the last revealed offer.

39. The gaming device of Claim 38, wherein a plurality of additional player picks are associated with the first selection.

40. The gaming device of Claim 39, wherein the modified offer includes at least one of the offers associated with selections picked by the player after the first selection is picked by the player.

41. The gaming device of Claim 38, wherein said processor picks at least one additional player pick.

42. The gaming device of Claim 38, which includes means for determining the number of player picks of said selections.

43. The gaming device of Claim 46, wherein the means includes a plurality of player selectable masked symbols and a plurality of player picks associated with said masked selections, wherein the number of player picks of said selections is at least in part based on the picks associated with one of said masked selections picked by the player.

(e) sequentially display each offer associated with each original selection picked by the player,

(f) enable the player to sequentially accept or reject each displayed offer until the player accepts the displayed offer or until the offers associated with all of the selections picked by the player are displayed to the player, and

(g) provide the player the displayed offer which is accepted by the player or if no displayed offer is accepted by the player, provide the player the last displayed offer.

45. A gaming device comprising:
a plurality of player selectable selections;
a plurality of offers associated with said selections;
at least one changed offer selection included in said selections,

5 wherein said offer associated with said changed offer selection includes a combination of the offers associated with at least two selections;

a number of player picks of said selections;

an additional player pick of said selections associated with said changed offer selection;

10 at least one display device for displaying the selections and offers to a player; and

a processor in communication with said display device and programmed to:

(a) enable the player to select said number of player picks of said selections,

15 (b) sequentially reveal each offer and additional player pick, if a changed offer selection is picked;

(c) sequentially enable the player to select an additional selection for each revealed additional player pick, if any,

20 (d) sequentially reveal each offer associated with each additional player picked selection and combine the offer associated with said additional picked selection with the offer associated with the changed offer

selection, if any, to form the offer associated with the changed offer selection,

(e) reveal said offer associated with the changed offer selection,

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(f) enable the player to sequentially accept or reject each revealed offer until the player accepts the revealed offer or until the offers associated with all of the selections picked by the player are revealed to the player, and

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(g) provide the player the revealed offer which is accepted by the player or if no revealed offer is accepted by the player, provide the player the last revealed offer.

46. A method of operating a game of a gaming device, said method comprising the steps of:

(a) triggering the game;

(b) randomly associating a plurality of offers with a plurality of

5 player selectable selections;

(c) displaying said plurality of selections;

(d) enabling a player to pick a plurality of the selections;

(e) revealing the offer associated with one of the selections picked by the player;

10 (f) enabling the player to accept or reject said revealed offer;

(g) repeating steps (e) through (f) if said player rejects said revealed offer and the offer associated with at least one player picked selection has not been revealed;

(h) revealing the offer associated with a last selection picked by
15 the player if said player rejects said previous revealed offers;

(i) providing the player the revealed offer accepted by the player or providing the player said last offer revealed; and

(j) terminating the game.

20 47. The method of Claim 46, wherein the plurality of player picks of said selections is pre-determined, randomly determined, determined in a sub-game, or determined in a prior game.

48. The method of Claim 46, wherein the offers associated with each picked selection are sequentially displayed in the order picked by the player, are sequentially displayed in a reverse of the order picked by the player, or displayed in a random order.

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49. The method of Claim 46, wherein the game is provided to a player through a data network.

50. The method of Claim 49, wherein the data network is an internet.

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51. The method of Claim 46, which includes the steps of:
associating a plurality of player picks of selections with a plurality of masked symbols;

displaying said plurality of masked symbols; and

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enabling a player to pick at least one of said masked symbols to determine the number of player picks of the selections.

52. A method of operating a game of a gaming device, said method comprising the steps of:

- (a) triggering the game;
- (b) randomly associating a plurality of offers and at least one additional player pick with a plurality of player selectable selections;
- (c) displaying said plurality of selections;
- (d) enabling a player to pick a plurality of the selections;
- (e) if any additional pick is associated with one of said player picked selections, enabling said player to pick at least one additional selection;
- (f) sequentially revealing the offers associated with the player picked selections;
- (g) enabling the player to sequentially accept or reject each said revealed offer;
- (h) revealing the offer associated with a last selection picked by the player if said player rejects said previous revealed offers;
- (i) providing the player the offer accepted by the player or providing the player said last offer revealed; and
- (j) terminating the game.

53. The method of Claim 52, wherein the offers associated with each picked selection are sequentially displayed in the order picked by the player, are sequentially displayed in a reverse of the order picked by the player, or displayed in a random order.

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54. A method of operating a game of a gaming device, said method comprising the steps of:

- (a) triggering the game;
- (b) randomly associating a plurality of offers and at least one additional player picks with a plurality of player selectable selections;
- (c) displaying said plurality of selections;
- (d) enabling a player to pick a plurality of the selections;
- (e) revealing the offer associated with one of the selections picked by the player;
- (f) enabling said player to pick at least one additional selection if said revealed offer is associated with at least one additional player pick;
- (g) revealing the offer associated with the additionally picked selection, if any;
- (h) combining the offer from step (e) with the offer from step (h), if any, to form the player's revealed offer;
- (i) enabling the player to accept or reject said revealed offer;
- (j) repeating steps (e) through (i) if said player rejects said revealed offer and the offer associated with at least one player picked selection has not been revealed;
- (k) revealing the offer associated with a last selection picked by the player if said player rejects said previous revealed offers;

- (l) providing the player the revealed offer accepted by the player
- or providing the player said last offer revealed; and
- (m) terminating the game.

5 55. The method of Claim 54, wherein the offers associated with each picked selection are sequentially displayed in the order picked by the player, sequentially displayed in a reverse of the order picked by the player, or displayed in a random order.